

# Clowning Around™

How to load it.

How to use it.

How to learn

from it.



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Commodore Product No. P-C07109A

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## All About It

*Clowning Around*™ is an unforgettable challenge to developing memory and thinking skills.

First, you watch a fun-loving clown place objects, one-by-one, on 12 numbered locations on the screen. Study the screen carefully because the objects will soon disappear leaving only the numbers. Now the fun begins. The clown will challenge you to remember the numbered locations of each object. You'll use the clown himself as a pointer to select the locations. Try to remember all the numbered locations in the fewest possible tries!

## Your Goal

To recall the specific locations of objects. Now get ready for the challenge.

## How to Load It

**If you are using an Apple II, II+, IIe or IIc:**

1. Insert the disk into the disk drive making sure the label of the disk is facing up and towards you.
2. Switch on the computer and monitor. The program will load automatically.
3. If the computer is already on, do the following for whatever system you're using:  
**For Apple II**, press the **RESET** key.  
**For Apple IIe or IIc**, hold down the open apple, the **CONTROL** key and press the **RESET** key simultaneously.

### If you are using a Commodore 64:

1. Insert the disk into the disk drive making sure the label of the disk is facing up and towards you.
2. Switch on the computer, disk drive and monitor.
3. The screen will display the word **READY**.
4. Type **LOAD "PANDA", 8, 1**.
5. Press the **RETURN** key. The program will take several minutes to load. Follow the directions on the screen to reach the options screen.

## How to Use It

1. **If you are using an Apple IIe or IIc**, make sure the **CAPS/LOCK** key is depressed before you begin.

### 2. Selection options:

**A. Sound** – When the screen reads **DO YOU WANT SOUND?**, do either of the following:

Press **Y** key to hear all sound effects.  
Press **N** key to turn off all sound effects.

**B. Directions** – When the screen reads **DO YOU WANT DIRECTIONS?**, do either of the following:

Press **Y** key to see directions.  
Press **N** key to not see directions.

**C. Quitting the program** – If you want to quit the program entirely, turn off the computer and monitor.

3. **Select a category**: There are five categories of objects: fruit, fish, insects, flowers or hands. Each category has an identifying

number on the screen (See Figure 1). To make your selections, wait until the clown tumbles directly under the category you want, then press the **SPACE BAR**.

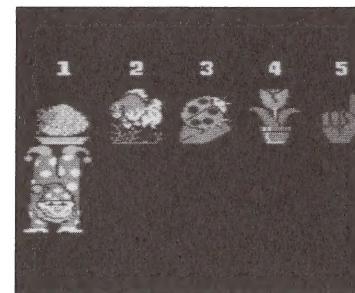


Figure 1

4. **Watch the clown**. After selecting the type of object you are going to use, you will see a screen that shows a grid of numbers from 1 to 12 to the left of the screen; the clown will appear between the two columns of numbers from 1 to 12. The clown will point to a number in the column and place an object on that same numbered location on the grid. He will continue to fill the entire grid in this way (See Figure 2).

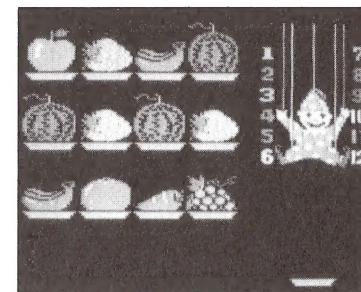


Figure 2

5. **Study the grid**: When the grid is filled with objects, you will have a few seconds to study their locations. The objects will then disappear leaving only the numbers in their place. The object to be matched to the numbered locations on the grid will appear one-by-one right below the clown (See Figure 3 for an illustration).

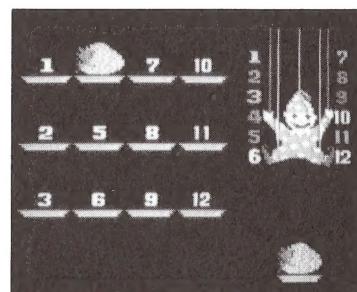


Figure 3

6. **Select a numbered location**: To match an object to a location on the grid, you must use the clown as a number selector. Move

number on the screen (See Figure 1). To make your selections, wait until the clown tumbles directly under the category you want, then press the **[SPACE BAR]**.

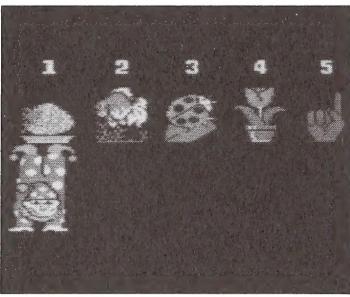


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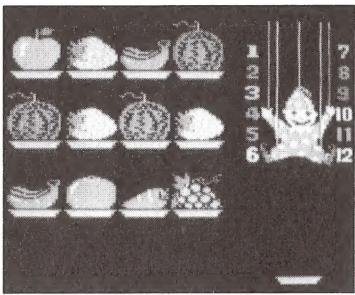


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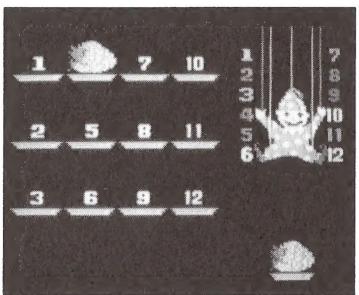


Figure 3

6. **Select a numbered location:** To match an object to a location on the grid, you must use the clown as a number selector. Move

the clown up or down between the two columns of numbers until he is in position to point to the number you want with one of his hands. Use the following keys to move him:

**Apple:**

Press the **[A]** key to make him move up. Press the **[Z]** key to make him move down. Press the right arrow **[→]** key to make him point to a number on the right. Press the left arrow **[←]** key to make him point to a number on the left.

**Commodore:**

Press **[A]** key to make him move up. Press **[Z]** key to make him move down. Press the **[→]** key to make him point to a number on the right. Press the **[←]** key to make him point to a number on the left.

7. **Interpret feedback:**

A. If you are correct, the clown will smile and the object will be placed in the correctly numbered location on the grid. Another object will then appear below the clown for you to match.

NOTE: The same object you just matched could appear again if there are two or more of these objects on the grid.

B. If you are incorrect, the clown will frown and the correct object will appear and flash for a few seconds. Continue to

point to numbers with the clown until you match the object to its location. Continue to play as above until the grid is filled with correctly located objects.

8. **Scoring:** The number of tries it took you to match all the objects to their numbered locations will appear as a number on the screen. Try to find all the objects in as few tries as you can.

9. **Interrupting the program:**

**Apple:**

Press the **[ESC]** key to interrupt the program at any time and to see the menu to choose another category.

**Commodore:**

Press the **[F1]** key to interrupt the program at any time and see the correct answer. Then press the **[SPACE BAR]** to see the menu to choose another category.

**How to Learn from It**

*Clowning Around*™ helps to develop memory and thinking strategies. Here are the skill areas:

- Specific recall and visual memory skills
- Number recognition and counting
- Thinking strategies by analysis of the whole, pattern recognition, and part/whole relationships

Memory is critical to learning all school subjects. This program is a tool for developing memory skills by maximizing the learner's ability to unlock patterns. Especially designed for ages 6 to 12...it is a true learn-by-grow-with experience.